GLOBAL OBSERVER

Special Edition

TEEN
T
CONTENT RATED BY ESRB

Feature Story: War of the Monsters

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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USE OF UNAUTHORIZED PRODUCT:

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- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

War of the Monsters™ Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US 1-900-933-SONY (1-900-933-7669)
$0.95/min. auto hints (All prices subject to change.)

Within Canada: 1-900-451-5757
$1.50/min. auto hints

The automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

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Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM PST.

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WAR OF THE MONSTERS™

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EARTH'S FINAL STAND

When we first started the **Global Observer**, we thought it would be an homage to the new world that we would build with the aliens. We thought it would herald a new age of peace and prosperity. But as we all know now, we couldn't have been more wrong.

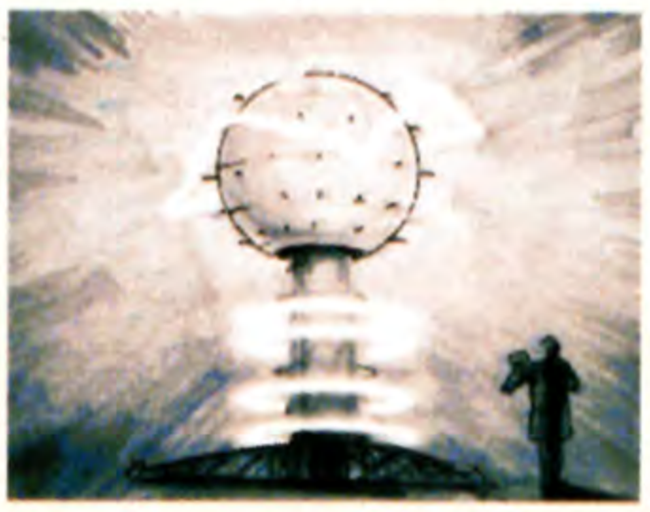
Evil from Outerspace

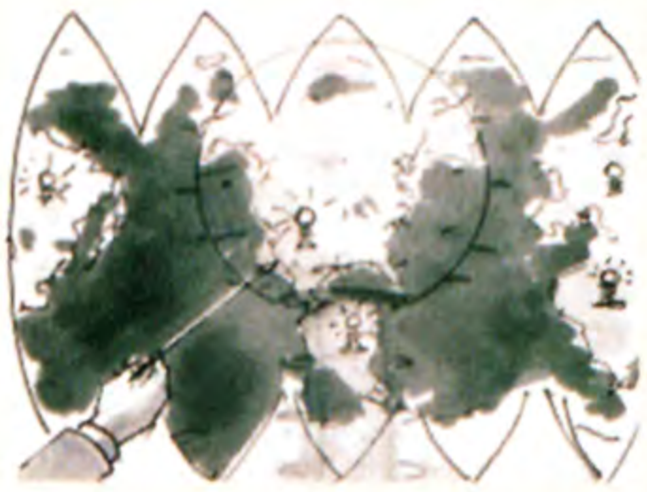
No one knew where the UFOs came from, but within moments of their arrival the aliens' intent became clear – global takeover. We gave up on solving this peacefully after the first small country was conquered. Peace was no longer an option. The ensuing worldwide battle with the UFO's went on for months. They attacked relentlessly. Our defenses failed, city after city fell and soon, every nation was on the brink of succumbing to the alien tyranny. Earth was at their mercy.

What could we do? Unfortunately, conventional weapons were ineffective and though our stockpile of nuclear weapons would eliminate the aliens, it would also obliterate us. It seemed nothing could stop the aliens' advanced technology. Despair infected every corner of the world, and each person watched and nervously waited for the moment the aliens would arrive in their neighborhood. It was only a matter of time.

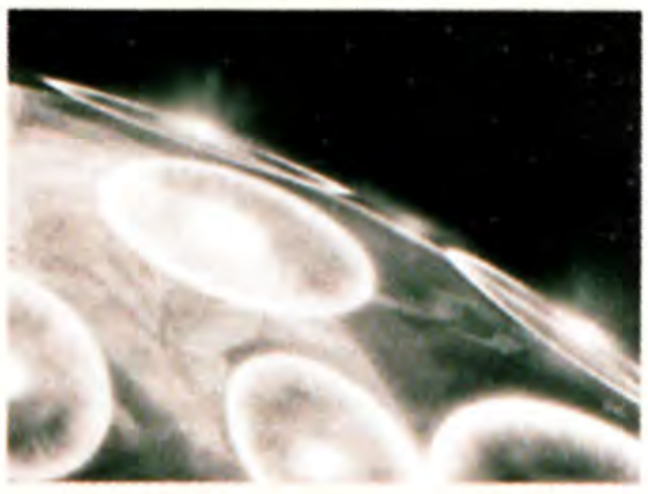
A Sign of Hope

Then, in humanity's darkest hour, the world's greatest minds inspired the masses with hope. A global experiment laid the foundation for creating a "super weapon". Engineers and scientists worked in secret around the clock to bridge the gap between theory and technology. The results were incredible! A series of powerful pulse emitters of immeasurable strength were created. This would be the Earth's final stand.





The emitters were transported to strategic locations around the world, effectively creating a "web" of firepower from which there would be no refuge for the invaders. With all the Earth's nations acting as one, they fired the pulse emitters and created an inescapable wave of energy that crippled the



saucers where they hovered. A resounding cheer of victory echoed around the world as the UFOs began to plummet from the skies. We all knew victory was near.

A Failed Victory

Millions of us crowded the streets, rejoicing and celebrating. But the triumph turned to catastrophe. The glowing fuel from the wrecked alien spacecraft spilled into streams, gutters, and oceans and contaminated the air with toxic vapors. Toxins flooded the Earth like a plague and triggered what were at first small, almost unseen mutations.

Before the week was out, they appeared – gigantic mutant monsters. Towering beasts lumbered down the city streets, crushing everything in their path. Even the elements, tainted by the alien toxin and merging with microorganisms, rose from the earth and became enraged with the desire to claim the world as their own. In a tragic irony, the weapon (our very own creation!) developed to save mankind, unleashed the most destructive forces the world has ever seen!

We reacted quickly to the new threat and created our own titans to combat the new threat. We built giant robots, infusing them with the only substance on earth capable of generating the power they needed: the alien fuel. But within seconds of activation, the immense metal beings took on lives of their own and became as great a threat as the monstrosities they were created to battle.

An Uncertain Future

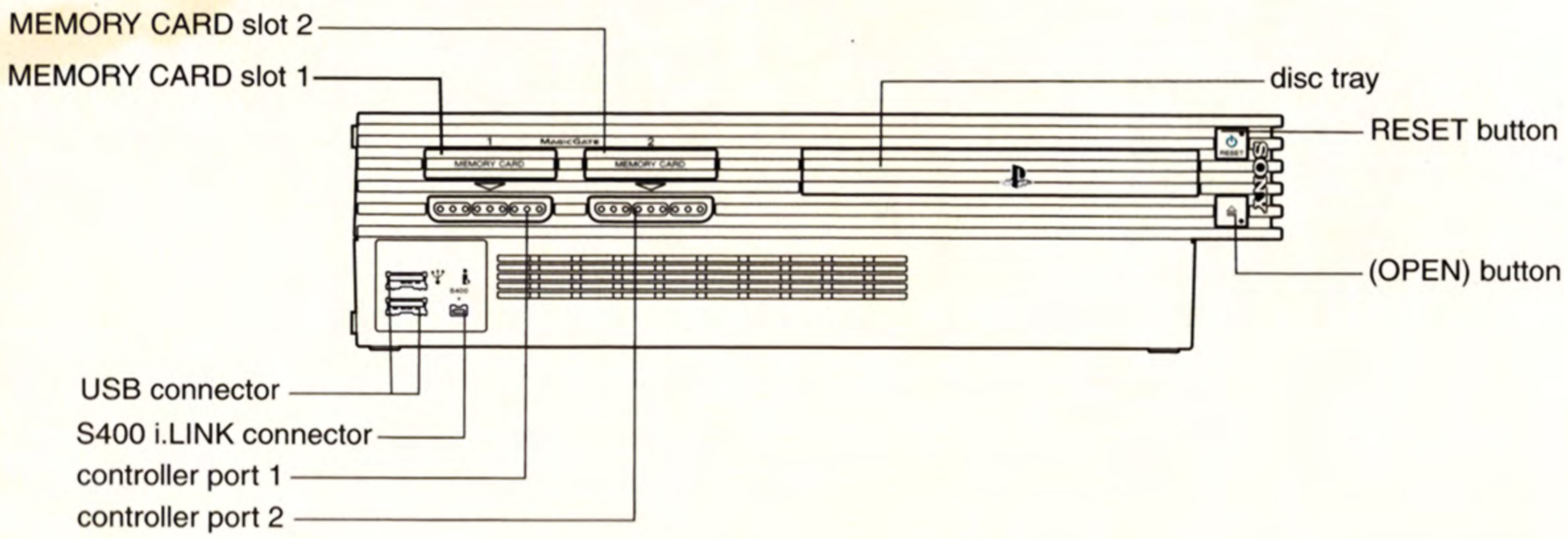
The aliens' desires and our greatest fears were coming to fruition…the Earth, OUR Earth, was to be overrun by an unstoppable force. Now we stand at the end of mankind, watching helplessly and wondering what will stop these monsters and ultimately, which beast will win this War of the Monsters.

J.D. Smith

J. D. Smith

Editor-in-Chief

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the ***War of the Monsters***™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software. This game is compatible with the DUALSHOCK®2 analog controller and the DUALSHOCK® analog controller. Connect a controller to controller port 1 of the PlayStation 2 console when playing with one player, and connect controllers to controller ports 1 and 2 when playing with two players.

CONTROLS

Watching in disbelief, we've learned that, while the monsters seemed to randomly and wildly attack, they actually seem to be in complete control of their actions. Here's a scientist's analysis of how they pull off such devastation.

DUALSHOCK®2 analog controller

The following describes the default [scheme A] control layout.

directional buttons . . . . . Move Monster

left analog stick . . . . . Move Monster

right analog stick . . . . . Free Look

△ button . . . . . Heavy Attack

□ button . . . . . Light Attack/Shoot (when far from opponent)

× button . . . . . Jump

○ button . . . . . Action [Climb/Grab/Throw/Catch]

L1 button . . . . . Strafe Left

R1 button . . . . . Strafe Right

L1 + R1 buttons . . . . . Target Lock Opponent

L2 button . . . . . Free Look

R2 button . . . . . Block

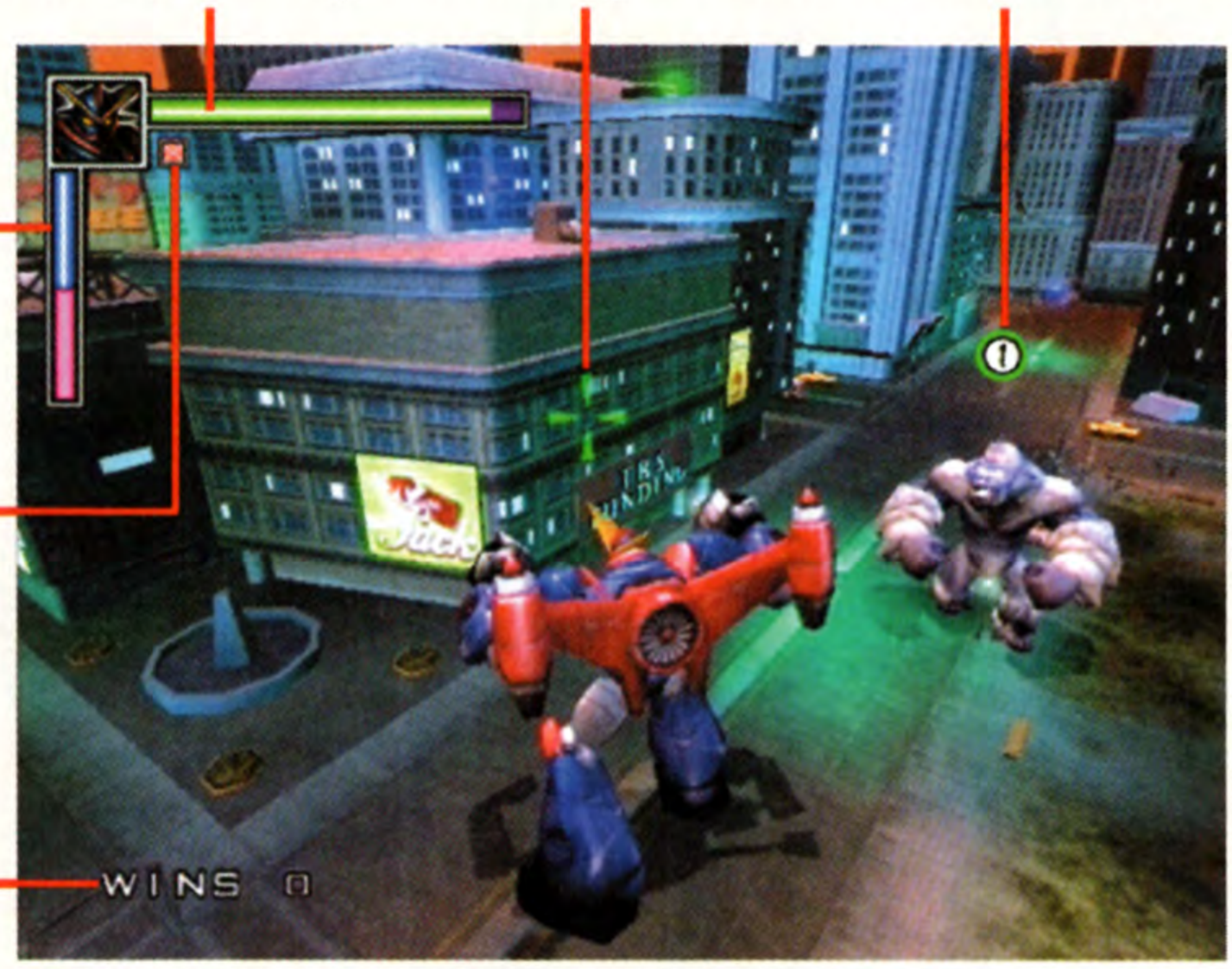
R2 button + △ button
or □ button . . . . . Counter

START . . . . . Pause

SELECT . . . . . Taunt

GAMEPLAY SCREEN

EXCLUSIVE PHOTO! **This rare photo not only shows how much damage these fierce beasts can cause, but also gives an indication to their complex life force and strength.**



Health Gauge: This indicates how much life is left in a monster.

Stamina Gauge: Watch this gauge as it determines how much energy a monster has to attack with. A flashing gauge indicates the monster can enter "rage" mode.
See pp.13-14 for more information.

Special Attack: If this has a pulsing "red" square in it, the monster has the ability to launch a Special Attack.
See p.12 for more information.

Monster Indicator: This color circle not only indicates the direction of the monster, but also indicates its current health status. Starting at a "healthy" green, the color will eventually change to "red" indicating that the monster is low on health.

No. of Wins: Available in Free-For-All, Endurance and 2 player modes, this indicates how many consecutive wins each monster has.

Aiming Cursor: This unique targeting feature allows each monster to pinpoint its line of attack.

MAIN MENU

This is where the end started. We used to watch in horror (and humor) at the classic black and white movies – the giant monster and sci-fi flicks – in those rickety drive-in theaters. Little did we know how prophetic those "B" movies would be. Here on this screen, we see the world's fate teetering on the brink of extinction.

1 player: Find out what brought each raging monster to life in Adventure mode, beat them over and over in Free-For-All and see how many opponents can be defeated in Endurance mode.

2 player: Battle for ultimate supremacy against another player and even toss in some CPU controlled monsters for a chaotic four-monster brawl! Watch in amazement as the split-screen view merges into one!

Options: Visit the "snack shack" to customize various settings and to also Load and Save Settings.

Load game: Raid the drive-in movie's projector house, rummage through the classic film bin and load the latest saved game and unlocked items.

Unlocks: Buy new monsters, extra monster "costumes", 2 player levels and mini-games with the Tokens earned while playing in 1 player Adventure mode. The more destruction, the more Tokens!

Note: All Tokens and purchased Unlocks will be lost when the console is turned off unless they are saved to a Memory Card (8MB) (for PlayStation®2). You can save your current game progress, earned Tokens and purchased items after each level in 1 player Adventure mode, or with the "Save Settings" in the Options menu.

OPTIONS MENU

The good old Snack Shack!
The Drive-in's snack bar had just about everything...everything except the weapons we needed to stop these rampaging behemoths.

Note: The options highlighted **red** and **bold** are the default settings.

Difficulty: Select from **EASY**, MEDIUM or HARD.

1P/2P Controls: Press the ● button to access three different control schemes – **scheme A**, scheme B and scheme C.

Audio: Select from **STEREO** or MONO output settings.

FX Volume: Adjust the Sound Effects volume.

Music Volume: Adjust the Music volume.

1P/2P Vibration: Turn **ON** or OFF the vibration feature of the DUALSHOCK 2 analog controller.

Load Settings:* Load saved settings from a Memory Card (8MB) (for PlayStation®2) inserted into either MEMORY CARD slot 1 or MEMORY CARD slot 2.

Accept and Save Settings: To save the Options settings, earned Tokens and any unlocked items, insert a Memory Card (8MB) (for PlayStation®2) with at least 68KB of space available into either memory card slot. Press the ⊗ button to initiate the save and select the appropriate memory card slot.

* Note: Any settings or unlocks saved onto a memory card inserted into MEMORY CARD slot 1 prior to turning on the console will automatically load when the console is turned on.

GAME MODES

MONSTER MYSTERY DEMYSTIFIED!!! Those ravaging beasts strategically decide what, where and how they will cause the most destruction! We at first thought everything was random, but it has now been scientifically proven that they choose their battlegrounds and which monsters can and can't participate. One thing we know for certain – the more monsters in a battle, the more destruction and chaos!

Note: On the Monster Select screen, the numbers (1, 2, 3 and 4) that appear are the available costumes. Initially, you will only have access to costumes 1 and 2. You must purchase additional costumes through the "Unlocks" menu (see p. 7).

1 Player

Adventure: Select a monster and prepare for a destructive remake of your favorite classic giant monster/sci-fi movie. If the monster survives through every chaotic battle, it'll discover how it was brought to life.

Free-For-All:
* First decide on the number of CPU (computer controlled) monsters (up to 3).
* Choose the "win" mode – Sudden Death, First to "X" wins (where "X" is any number between 1 and 10), or Unlimited Play.
* Then pick a monster (and CPU monsters).
* Then choose a city to battle in.

Endurance: Every monster thinks it's the master of all monsters. Here's where they test their destruction skills against an endless onslaught of opponents! See how many monsters can be conquered with just one life.

2 Player

Free-For-All: The ultimate battle for bragging rights! Each player selects a monster, up to two CPU (computer controlled) monsters, and a city to decimate.

Elimination: Here's the most brutal championship of monster battles ever! Select the number of respawns (rounds) to fight. Then each player selects their first monster to battle with. After each respawn, the loser must select a new monster to try and topple the winner.

Mini-Games: Use the Tokens earned in **1 player Adventure mode** to buy three different mini-games to play against a buddy.

BRAWL TACTICS

Scientists have learned – through keen observation – that these raging monsters have numerous brawl tactics to clobber their opponents. Whether destroying military defenses, buildings or entire cities, these monsters seem to have been born with an innate ability to fight. Here's an outline of their abilities:

BASIC MOVES

ATTACK!

Target Lock Opponent
Holding the R1 button + L1 button will lock the monster's sight onto its nearest opponent or onto the monster closest to its Aiming Cursor.

Ground Smash
After knocking an opponent to the ground, a monster can further pummel their opponent by pressing either Attack button when next to the downed opponent.

Rising Attack
After getting knocked to the ground, a monster that presses either Attack button, will perform a rising attack as it gets back onto its feet.

Grapple and Throw
All monsters have the ability to grapple and throw their opponents. Press the ◉ button to pick up an opponent and then press the ◉ button again to throw them! They can even press either Attack button to get a few quick hits in. Grappled opponents can escape by rapidly pressing the controller buttons.

DEFEND!

Climb
Pressing the ◉ button near walls will allow monsters to dig their claws and fists in deep and start climbing. The monster can move in any direction once it's attached to the wall.

Block
R2 button – This will block *almost* every attack.

ADVANCED MOVES

Dash
Some monsters choose to trample their opponents! Quickly press forward (the direction the monster is facing) twice and hold to Dash. To ram its opponents, press the △ button while dashing.

Stun Hit
If a monster presses the △ button and ↑, it will execute a special hit that will dizzy its opponent (indicated by the "stars" spinning above). Keen monsters will follow this stun with a few more pulverizing smashes!

Uppercut
Advanced monsters will try to uppercut their opponents by pressing the △ button and ↓ to send their hapless victim flying.

Shove
A monster in tight quarters has been known to press the ○ button and ↑ to give itself some fighting room. This is also good for linking a combo hit!

Juggle
We've seen only a select few monsters press the ○ button and ↓ to knock their opponent up into the air. Another opportunity for a combo hit!

Dive Attack
At the top of a jump, a monster can press ↑ and the △ button to come crashing to the ground.

Air Recovery
After getting socked and sent flying through the air, a monster can press the R2 button just as its shoulders are aligned with the ground. Doing so will make it land on its feet. This will save it from sustaining additional damage.

Counter
Holding the R2 button and pressing either Attack button just as an opponent is about to attack will trigger a Counter. This will stop the attack and stun the opponent. While their opponent is stunned, monsters often unleash a fury of punches, kicks and throws.

Catch Objects
It seems many monsters have developed the ability to catch objects hurled at them from great distances. Pressing the ◎ button at the right time will catch almost any object thrown their way. Once in their grasp, monsters will hurl the object right back at unsuspecting opponents!

Batter Up
Equipped with a steel girder, column, or other object, many monsters swing like mad! But additionally, they've been known to bat back any objects thrown at them. Timing is crucial!

SPECIAL ATTACKS

We originally thought that these brutal beasts could only pound and kick each other. The latest news indicates they all have a phenomenal ability to unleash a devastating Special Attack! With a power-up stored (look for the pulsing "red" square next to the monster icon), each monster can unleash one of two different devastating Special Attacks.

Long Range Special Attack
Monsters can launch a Long Range Special, by simultaneously pressing the △ button + the ○ button.

Short Range Special Attack (a.k.a. "Crowd Control" special attack)
To blast a "Crowd Control" Special, monsters simply need to simultaneously press the □ button + the ✕ button. This attack is great for damaging several monsters at once as well as giving the firing monster extra room.

Note: To replenish a Special Attack, the monster must either collect a Special Attack red sphere pick-up or collect enough "blue" Stamina sphere pick-ups to fill up its Stamina Gauge. Stamina can also be generated by using objects (i.e. griders, cars, etc.) during the fight. Once the Stamina Gauge reaches the top and flashes, it will replenish its Special Attack.

PICK-UPS

Keen observers will notice that these monsters fight not only with their fists and claws, but also with weapons strewn about the battlefield. They have developed an uncanny ability to use their environment to their advantage. Monsters can grab and use any item highlighted with a glowing "green circle".

WARNING: If you see any of these weapons lying around you'd best stay clear, as the monsters have been known to crush everything in their path to grab them.

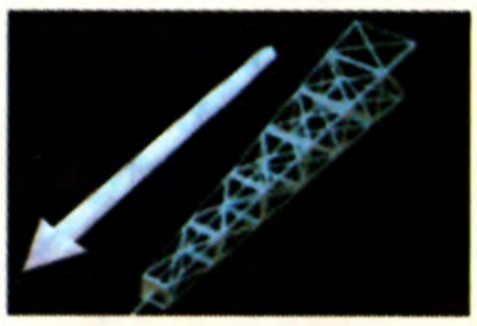
WEAPONS

There are several classifications of weapons that can be found in the environment. The monsters tend to experiment with each to find out which is best for pummeling their enemies.

CLUBS

The first type is the "club" style weapon. These include steel girders, stone columns, etc. Press the △ button or the □ button to swing them like a club. Press the ○ button to throw them.

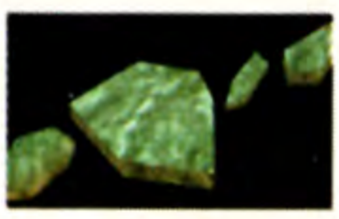
SPEARS



The second type is the "spear" style weapon. This includes radio antennae, steel pipes, etc. These weapons are good for stunning opponents. There have been several reported incidences of monsters throwing a "spear" and impaling other monsters to stun them. If this happens, the impaled monster will try frantically to remove the spear. While it's stunned, the offending monster will try to do extensive damage! We've also learned that impaled monsters will rapidly press the ✕, ○, △ and □ buttons to remove the spear.

MISCELLANEOUS WEAPONS

Last is the basic "throwing" type. This includes cars, rubble, rocks, etc. These have been known to cause damage to everything. They are also ideal for distance fighting.



MISCELLANEOUS PICK-UPS

Question Mark

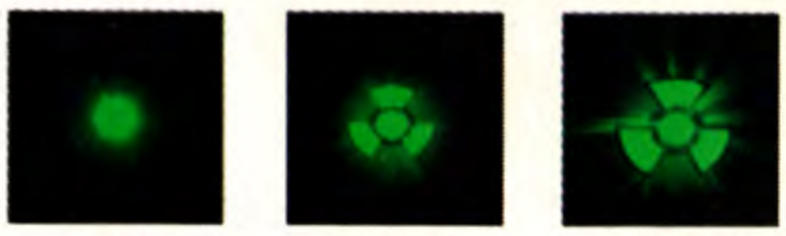
A gameplay hint will be given to any monster that collects this icon.

Cloaking Cube

This alien created pick-up renders the collector temporarily invisible and also prevents it from being "Target Locked" by other monsters.

HEALTH

Fortunately for us, these monsters do suffer severe damage. Because of this, they often scour the battlefield in search of three different types of "green" Health pick-ups. Small green spheres will give "+5" points of health. Medium and large green "radioactive" pick-ups will give "+25" and "+100" points of health, respectively! Many monsters will snatch them up even in good health to prevent their enemies from collecting them!



+5 +25 +100

STAMINA

In addition to Health concerns, Stamina has been known to be extremely important for several reasons. First, it allows the monster to shoot other monsters from a distance. Second, it gives each monster punching and kicking ability. Finally, if enough Stamina pick-ups are collected to max out its Stamina Gauge (it will start to flash), the monster will not only refill its Special Attack, but Taunting will unleash its "monster rage", allowing it to move faster and do more damage.

To recover Stamina, these monsters will search for three different types of "blue" Stamina pick-ups. Small blue spheres will give "+5" points of Stamina. Medium and large blue "radioactive" pick-ups will give "+25" and + "100" Stamina points, respectively!

+5 +25 +100

MONSTERS!!!

As reported in newspapers, radio and television shows across the world, these monsters thrive on the destruction of everything around them. They want only to crush buildings, hurl cars and destroy one another.

WARNING to all Citizens: Be on the lookout if one comes crashing into your neighborhood. You are advised to run the opposite direction.

TOGERA

Togera is believed to be a descendant of the gigantic dinosaurs that once roamed the earth millions of years ago. Now, it is possibly the last of its species. Survival drives it to fight savagely – morphing its body to protrude deadly "bone" spikes and spitting deadly streams of energy.

PREYTOR

Once a deadly carnivore in the insect world, Preytor has mutated into a savage monster as a result of an experiment gone awry. Armed with piercing appendages and an ability to regurgitate a parasitic life form, this flying monstrosity feeds on destruction.

CONGAR

Congar's a super-gorilla fueled by anger, astronomical strength and insatiable revenge. Along with his extreme reach and destructive punches, his Sonic Roar is extremely damaging at close range.

ROBO-47

A military war robot whose time ended at the demise of the atomic age, Robo-47 packs heavy gauge steel plating and armaments once thought to be the pinnacle of modern technology. But Robo-47's shortcomings only reside in its dated appearance. His Atomic missile packs enough punch to level a building...and the surrounding city block.

AGAMO

Agamo's massive stone structure is believed to be the work of a civilization that vanished eons ago. The fire burning in its eyes and head hint at the rage that has engulfed its soul. Agamo can effortlessly control the molecules binding its rock body together and create a large boulder of massive destructive capabilities.

ULTRA V

Ultra V is the fifth version of a group of super robots designed to be saviors for cities under siege. Equipped with state-of-the-art eye lasers, space-age metal, rocket firing fists and an energy sword, Ultra V is ready to eliminate any threat to mankind. Now with a mind of its own, there is little to prevent it from unleashing its destructive technology.

MAGMO

A monster protected by the cooling of its molten hot lava, Magmo sprouts four arms and a deep desire to scorch the Earth. When it unleashes its furious Volcano-inspired Special, a hail of lava and fire will come pouring from the sky.

KINETICLOPS

A beast of pure energy, its origin remains a mystery. However, scientists theorize that the electricity somehow mixed with an organic life form to produce a strange fusion of organic and elemental mass. Strangely, the suspended eyeball in the center of its body appears to be immune to the surges of electricity that radiate from its body during its Special Attack. Eye witnesses claim that the effective range of these electrical bolts can span entire cities.

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Mike Roskelley with the Reverb of DOOM, and Michael Greene

Live Drums and Live Percussion Performances
Joel Stevenett, Chuck E. Myers, Lisle Moore, Tino Saiki, Pierre Dufresne, and the U of U Drum Line (Isaac Sanders, Courtney Larsen, Daniel Schneider, Ryan Sinner)

Guitars and Bass Performances
Rich Dixon

Vocals Performances
Megan Murdock

Music Copy Work
Greg Butters

ORCHESTRA

Conductor
Lisle Moore

Concert Master
Lenny Braus

Live Winds Performances
Dr. C. Ray Smith and J. Daron Bradford

Live Brass Performances
Trumpets - Tony DiLorenzo, Ed Gornik, and Lisa Verzella

French Horns - Larry Lowe, Nathan Basinger, and Brian Jensen

Trombones/Bass Trombones – Neil Hendriksen, Lou Campbell, and Bryan Hoffheins

Live Strings Performances
Violins – Loi Anne Eyring, Gwen Thornton, Yuki MacQueen, Lenny Braus, Natalie Reed, Amy Jackson, Judd Sheranion and Judy Rich

Viola – Mario Ortiz, Leslie Harlow, Jennie Outram and Nels Paulson

Cello – Warren Mueller, Cassie Olson and Frances Bach

Bass – Ben Henderson and Lola Lowry

All Music Recorded and Mixed at Big Idea Studios in Salt Lake City, Utah

Special Thanks to
Chris Loving, Ray Kimber, Kimber Kables, Diaural Technology, and ISO Mike

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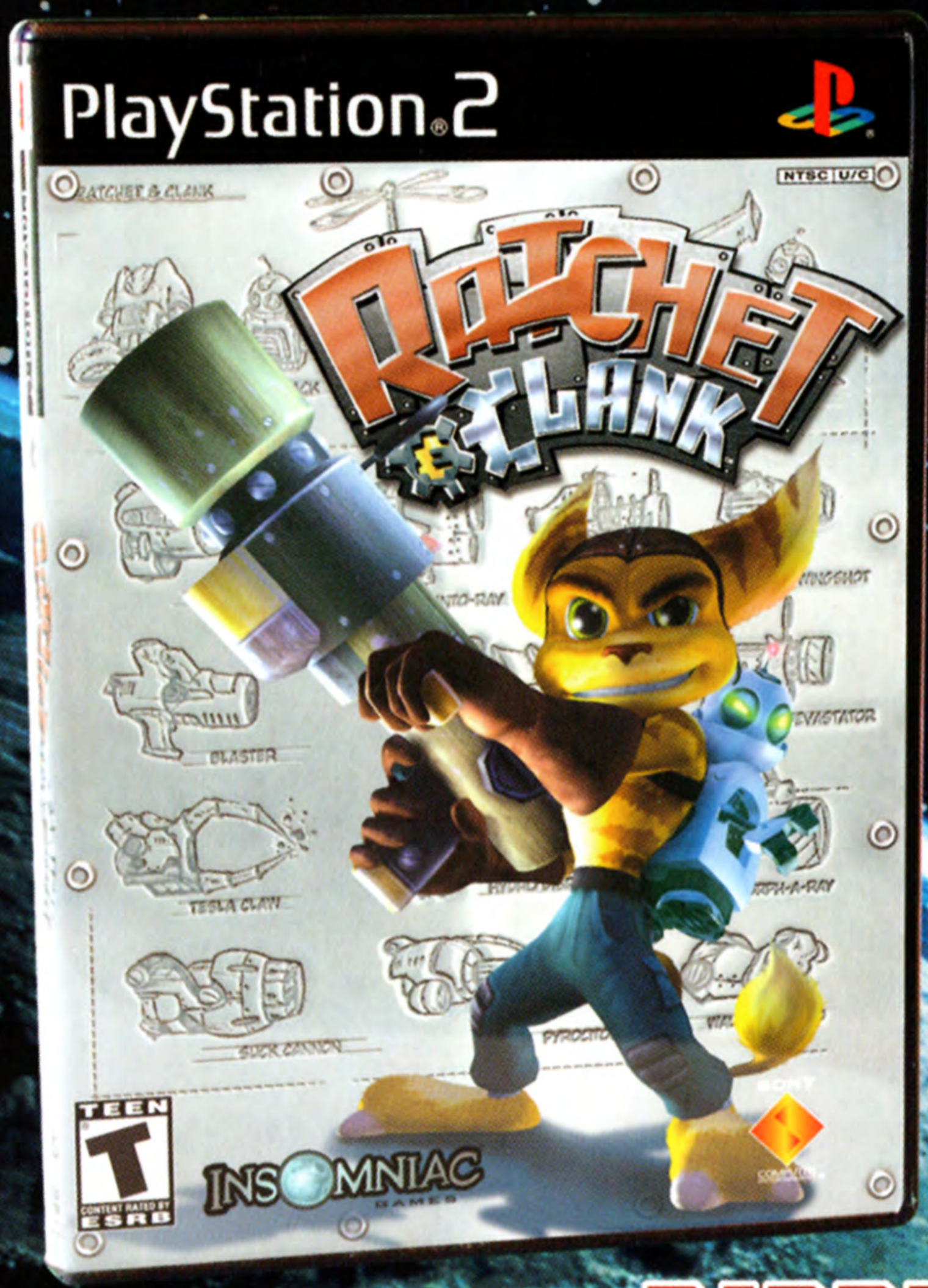

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